




INSTRUCTIONAL ANALYSIS: VOICE Skill: 1.1 (1 of 5)

1. VOICE GOAL ANALYSIS/SKILL ANALYSIS	
Learn to identify , select and program a VOICE on a NC/TC/Fusion	
STRAND:	VOICE/EMPOWER
DOMAIN:	Motivational
Objective:	Given an interactive booklet, participant will identify different Voices

Skill (1 of 5)	
1.1	Observe powerful voice use in historical scenarios

1.1 INFORMATION PRESENTATION: (booklet and interactive booklet): PRIMARY ERROR: PRESENT TOO MUCH INFORMATION	Page 1: VOICES The POWER of The Spoken Word Video: VOICES are powerful. (insert a short video of a friendly 'orator' saying "I have a dream", "To be or not to be", "Ask not what you can do for your country" etc. Sound Clip: Sound clip should be of a synthesized voice saying something very powerful
1.1 STUDENT PARTICIPATION:	Participant will click on video and listen, click on sound clip and listen.
1.1 FEEDBACK:  -page visit	When page has been visited, an animated heart will appear. Also links to Saltillo COACH site will always be on each page
1.1 MEASUREMENT/EVALUATION  woman avatar	 When person has viewed page, heart will appear on page-(see assigning 'Stages' Storyline1 software). Can heart be animated/Speak? If all pages explored (5hearts) then animated avatar pop up and say "Woo Hoo, want to know more? Or "Click Here and Listen to First Man on the Moon"- some reward that is related to voice-.
1.1 STUDENT PARTICIPATION PLATFORM:	Printed booklet Interactive Power Point Booklet (Storyline software) <ul style="list-style-type: none"> • Sound clips • .mov's • Simulation • Linking to emulators?

